In The Claims:

Please amend claims 56, 57 and 105 as indicated below.

56. (Amended) A memory medium comprising program instructions for creating a data base representing a virtual world, wherein the program instructions are executable to implement:

receiving a plurality of polygon representations of a plurality of virtual objects including a first virtual object, a second virtual object, and a third virtual object;

selecting the first and second virtual objects from said plurality of polygon representations of virtual objects using edges of the virtual objects;

grouping the first and second virtual objects into a three-dimensional grouped object represented by at least one of the following:

a three-dimensional and rotatable wireframe object, and

a three-dimensional and rotatable polygon object;

wherein said grouping the first and second virtual objects includes:

selecting a first edge of said first virtual object;

selecting a second edge of said second virtual object;

wherein said three-dimensional grouped object comprises said first and second virtual objects joined with at least a portion of said first edge of said first virtual object contacting at least a portion of said second edge of said second virtual object;

assigning a grouping hierarchy for the first and second virtual objects, wherein the second virtual object is assigned as the child of the first virtual object; and

calculating an orientation and position of the child object relative to the first virtual object.

57. (Amended) A memory medium comprising program instructions for creating a data base representing a virtual world, wherein the program instructions are executable to implement:

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receiving a plurality of polygon representations of a plurality of virtual objects including a first virtual object, a second virtual object, and a third virtual object;

selecting the first and second virtual objects from said plurality of polygon representations of virtual objects using edges of the virtual objects;

grouping the first and second virtual objects into a three-dimensional grouped object represented by at least one of the following:

a three-dimensional and rotatable wireframe object, and

a three-dimensional and rotatable polygon object;

wherein said grouping the first and second virtual objects includes:

selecting a first edge of said first virtual object;

selecting a second edge of said second virtual object;

wherein said three-dimensional grouped object comprises said first and second virtual objects joined at an intersection of the first and second edges;

assigning a grouping hierarchy for the first and second virtual objects, wherein the second virtual object is assigned as the child of the first virtual object; and

calculating an orientation and position of the child object relative to the first virtual object.

105. (Twice Amended) A computer program embodied on a computer-readable medium, wherein the computer program is configured to create a data base representing a virtual world by:

receiving a plurality of polygon representations of virtual objects;

selecting first and second virtual objects from said plurality of polygon representations of virtual objects;

grouping the first and second virtual objects into a hierarchical grouped object, wherein said grouping includes:

selecting a first mathematical edge of said first virtual object;

selecting a second mathematical edge of said second virtual object; and

representing the grouped object by at least one of the following:

a three-dimensional and rotatable hierarchical wireframe object, and

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a three-dimensional and rotatable hierarchical polygon object and
wherein the first and second virtual objects intersect, and wherein the grouped
object comprises said first and second virtual objects joined with at least a
portion of said first edge of said first virtual object contacting at least a
portion of said second edge of said second virtual object.

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